

I developed an armor market system for a 2D RPG game with a hand-painted art style.



The project has a fixed camera and a movement system inspired by Pac-Man, where the player reappears on the opposite side when exiting one end of the city.



First, I organized my thoughts and focused on the environment and colliders to define boundaries and basic interactions. Next, I redesigned some sprites to improve the visual aesthetics and created the inventory menu and UI, inspired by Stardew Valley.



With the interface established, I implemented a drag and drop system for items within the inventory. This system also allows armor to be equipped, providing an intuitive user experience. Next, he developed a mini wallet system within the inventory to manage in-game coin transactions.

With these fundamental elements in place, he went on to create the market system. This system also uses drag and drop mechanics to make buying and selling armor easier. The player can drag armor from the market to his inventory, using the wallet for transactions.



Finally, I integrated background music to improve player immersion. I used the piece "Adventure" by Alexander Nakarada, editing it slightly so that it was a continuous loop. Also I integrate some sounds of steps for the character and some pop ups and messages.



I feel like it was a very interesting task.

At the beginning I was worried because I hadn't worked with 2D a year ago, but after a while I got used to it again and I found it very entertaining.

I feel like I gave my all and that I can give much more too. There are many ideas that I want to apply due to time issues, such as that you can go into the town canteen at least to see the place. Or that in the center of the city you have a mob to kill and get coins.

But I am very happy with what I have achieved.

Kind regards